

Figure 1. Typical client/server processes with their associated memory resource usage.

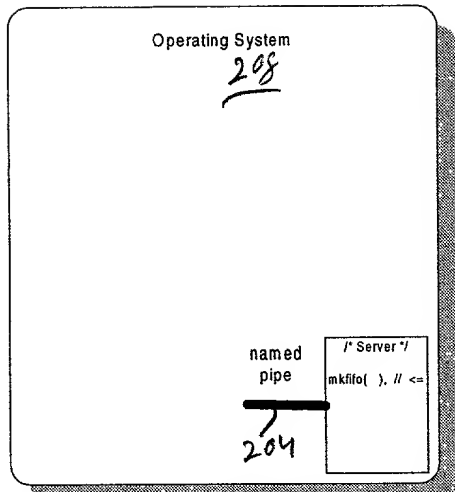


FIG. 2A

Step 1. A server process creates a FIFO special file (A.K.A. named pipe)

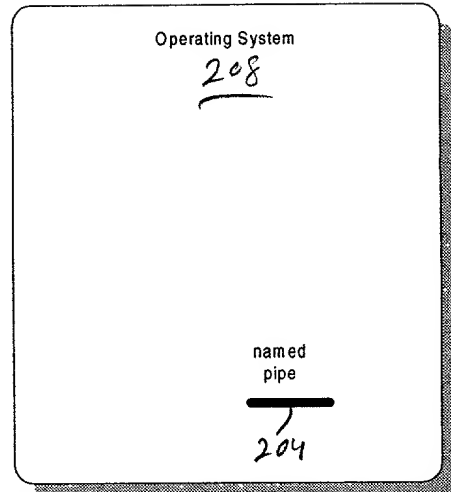


FIG. 2B

Step 2. The server process issues an activate_on_receipt() function call and exits.

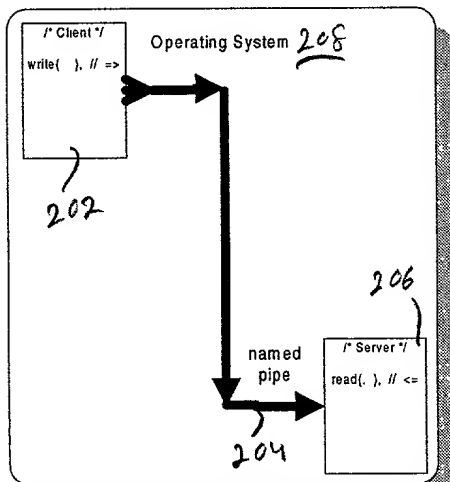


FIG. 2C

Step 3. A client process writes to the FIFO special file, then the operating creates a new server process.

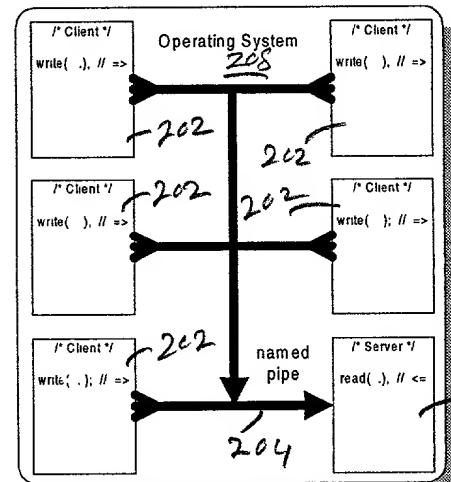


FIG. 2D

Step 4. Additional client processes write to the same FIFO special file. The server process continues to read.

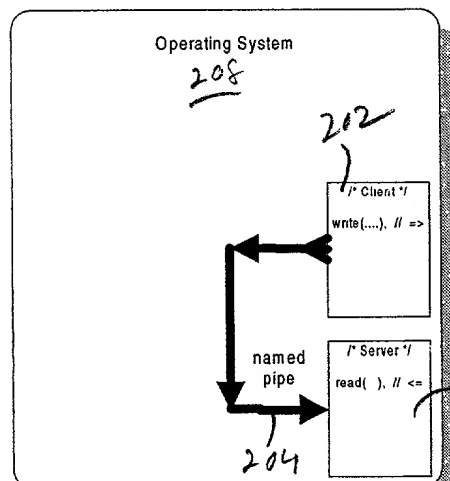


FIG. 2E

Step 5. Most of the server processes exit.

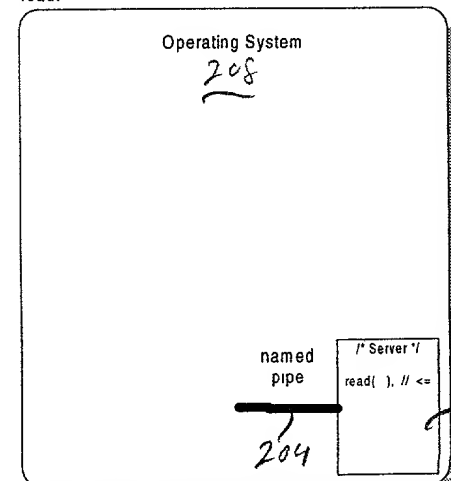


FIG. 2F

Step 6. After the last client exits and no more data is available to be read, the cycle begins again (back to step 2).

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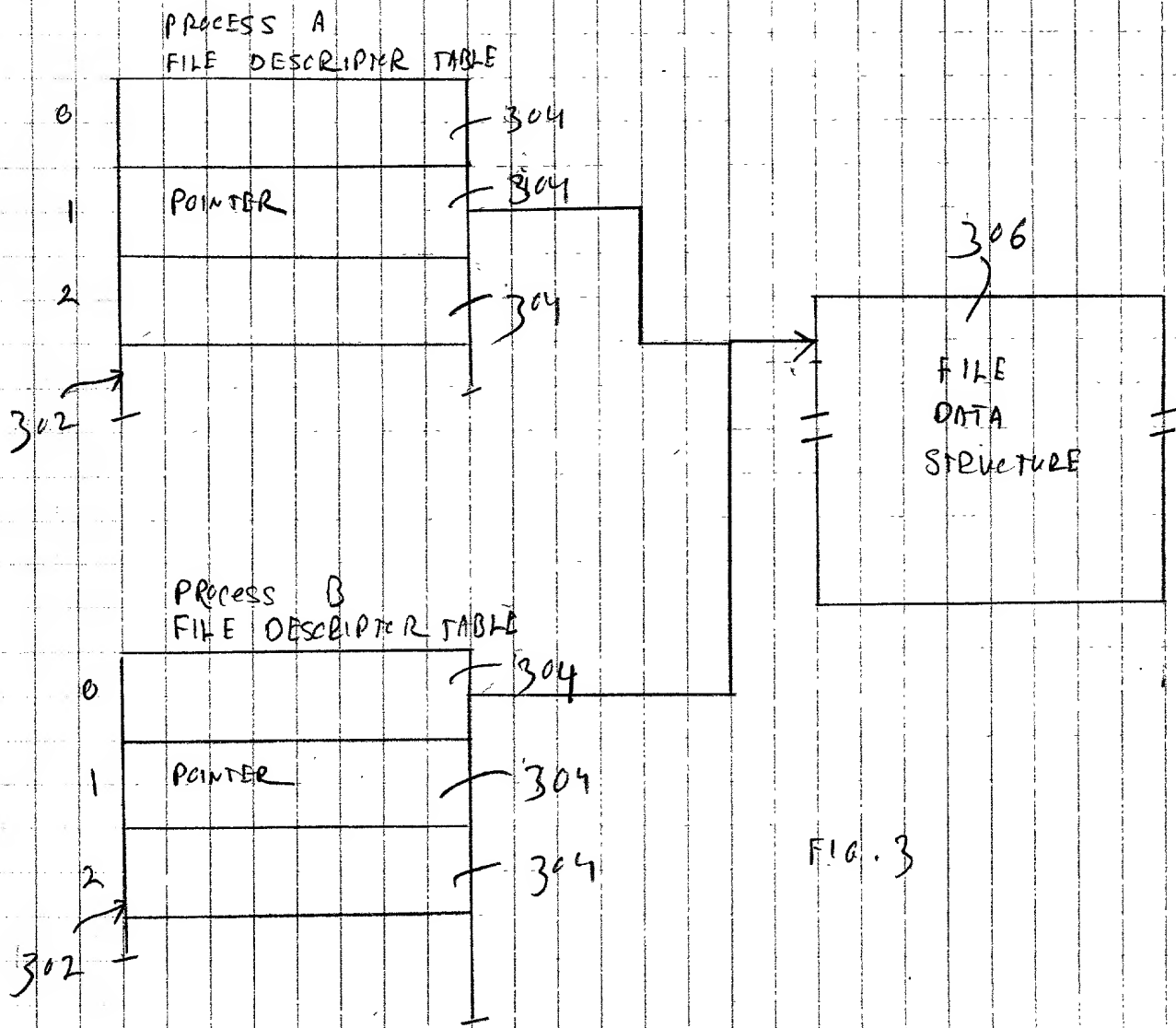


FIG. 3

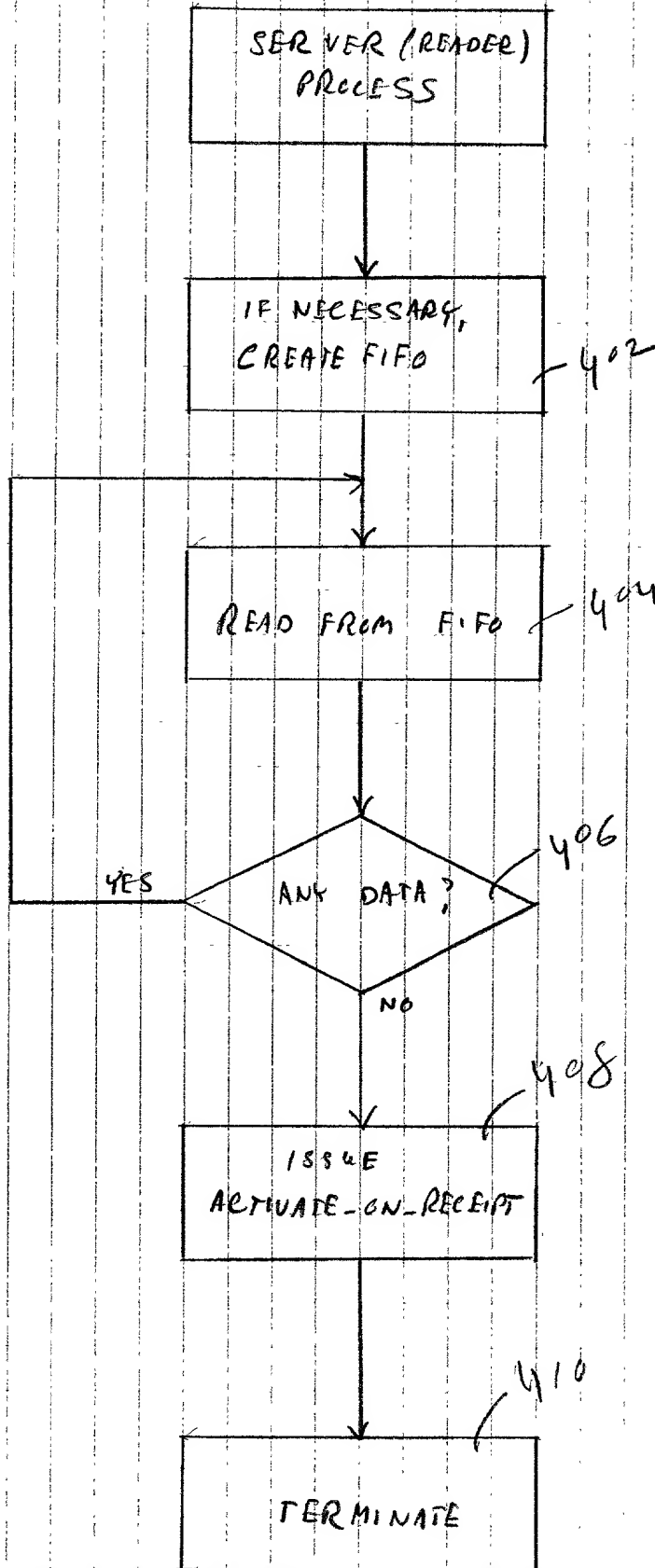


FIG. 4

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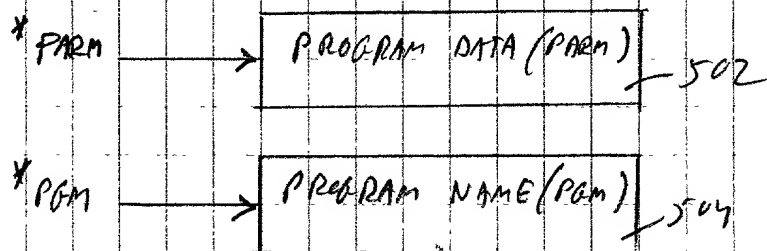


FIG. 5

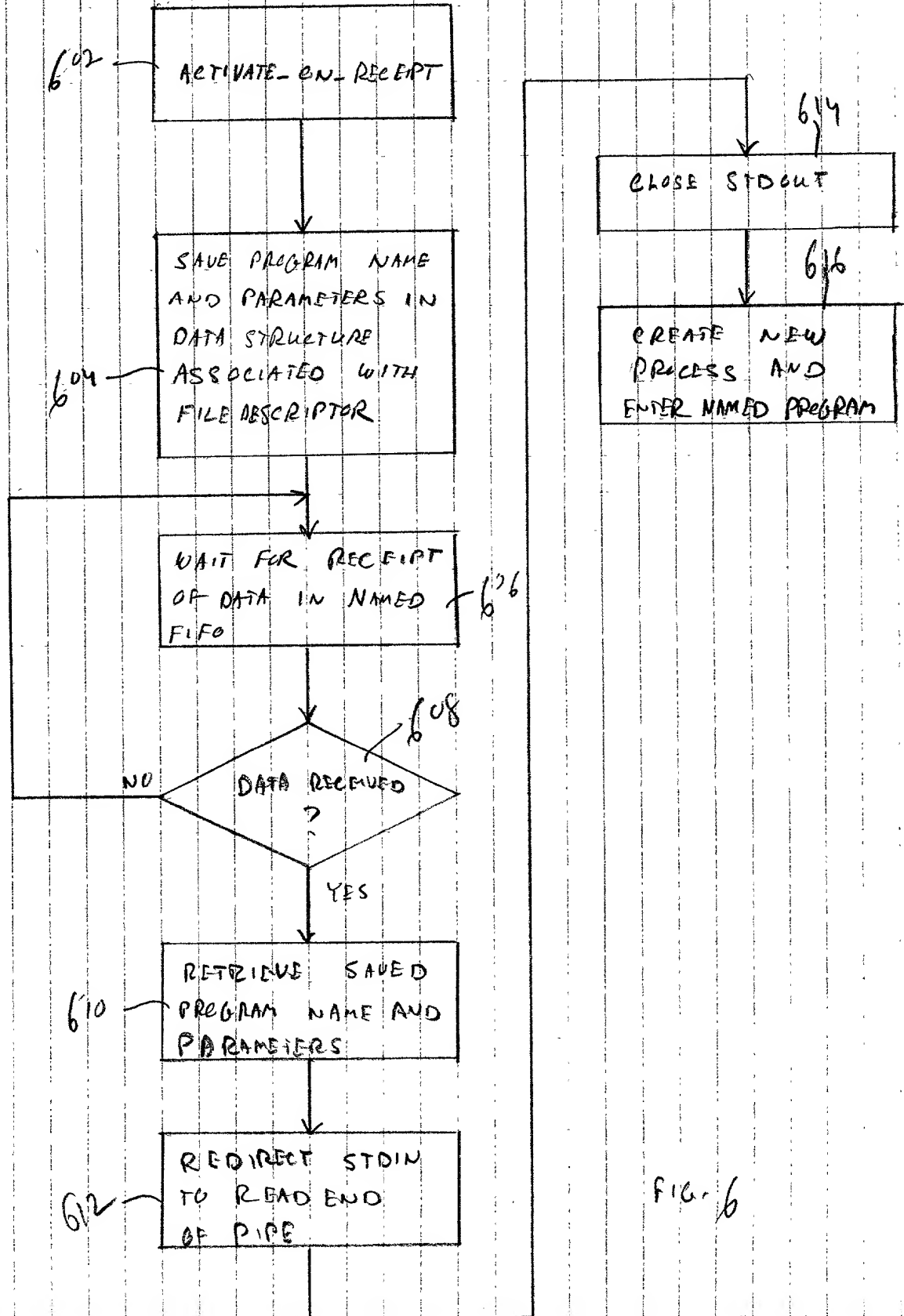


FIG. 6

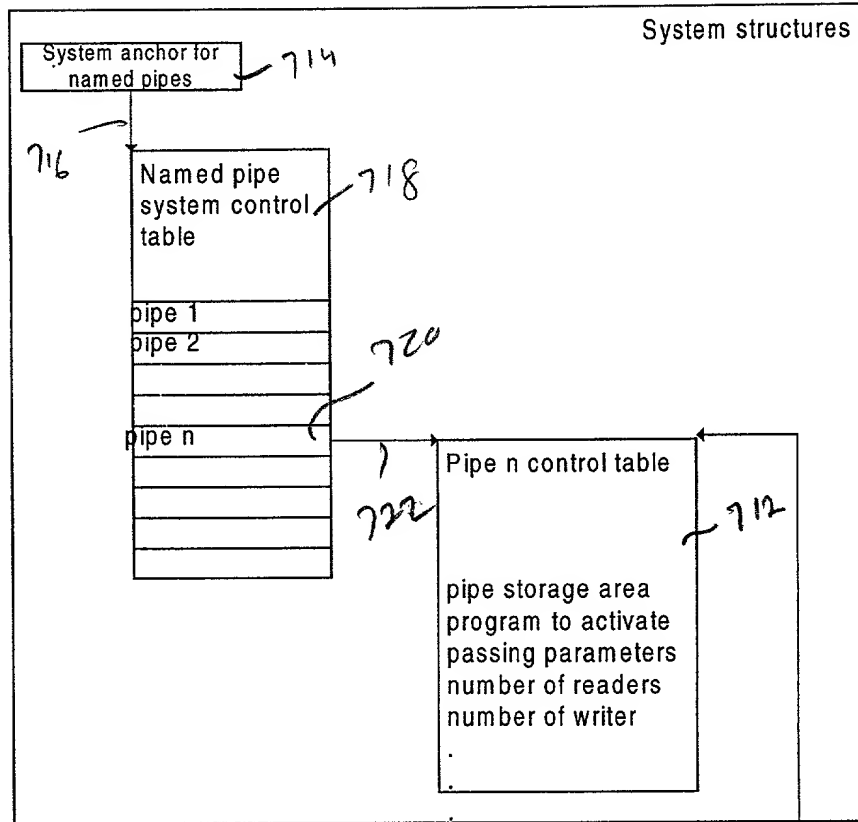


FIG. 7

